Tinkerbell Swarmitha	Level	10	Elite Tinkerer
Small natural humanoid Halfling	XP	250	

Initiative	+5		Senses	normal			
HP	35						
AC	16	Fortitude	16	Reflex	22	Will	24
Immune							
Speed	6						

Basic Meele Attack

A good blow with the wrench can fix every machine – and humanoids are basically just complicated machines.

Target: One creature

Attack: +5 vs. AC

Hit: 1D8+2 damage

Second Chance (reaction ; standard)

Luck and small size combine to work in your favor as you dodge your enemy's attack.

Effect: When an attack hits you, force an enemy to roll the attack again. The enemy uses the second roll, even if it's lower.

Maximo Battlesuit

As inventor and constructor of the Maximo Battlesuit you are probably the only one capable of using this chunk of metal.

Ready up (at-will ; standard)

I came here kick some ass and chew bubblegum - and I'm all out of bubblegum.

Prerequisite: You have to be adjacent to Maximo.

Effect: You climb into the Maximo and power him up. Hence forward you control it.

Alignment	neutral		Languages	Common			
Skills	Arcana + 5, Insight +8, Perception + 7, Bluff + 6						
Str	6	+0	Dex	12	+6	Wis	12	+6
Con	8	+0	Int	18	+9	Cha	16	+8

Maximo	Level	12	Brute
Large mechanical humanoid		XP	1500

Initiative	<User>	**Senses**	normal			
HP	225					
AC	18	**Fortitude** 22		**Reflex** 14	**Will**	<User>
Immune	Disease, Posion, Any Charming/Controlling goes against the User					
Speed	8					

Charges

Without the old magic chargingcells from Galrian you had to tinker around the problem of power. The result is functional, but limited.

Effect: Each Movement or Default Action costs charges. You start with 25 charges. If you are out of charges you are no longer able to take any movement or default action. If not stated otherwise an actions costs 1 charge.

Basic Meele Attack (standard ; at-will ; Melee)   1 Charge(s)

There is an axe on the arm. It's not just for cutting wood, you know.

Target: One creature
Attack: +14 vs. AC
Hit: 1D12 + 4 damage

Basic Range Attack (standard ; at-will ; Ranged)   2 Charge(s)

By venting steam through the secondary translutator of the left arm periphirals, you manage to propel a ring-shaped steam vortex on short range but with large impact.

Target: One Creature
Range: 10
Attack: +12 vs. AC
Hit: 1D12 + 4 damage

Defense Stance (standard ; at-will)   1 Charge(s)

By extending the pedepodal stabiliser you reach a more stable position to cushion outside originated impacts. In addition by extending the totatikonal collector you may be able to tab into environmental energy differences to absorb them into the system.

Target: Self

Effect: You enter a defensive stance. As long as you remain in this stance you can take no other movement or default actions.

- You can end this stance by entering another stance or performing a minor action
- +5 to all defensive values
- Incoming damage is galfed
- For 10 points of incoming damage (before halfed) of a single attack that is based on fire, electricity or sound you gain 1 charge. You cannot go over the amount of charges you had at the start

Forging Stance (standard ; at-will)   1 Charge(s)

By directing super critical fluids over the peripheral cooler, you can heat up you meele weapons right below the point of inflammation.

Target: Self

Effect:

- You can end this stance by entering another stance or performing a minor action
- +1D8 Fire damage on meele attacks

Cooling Stance (standard ; at-will)   1 Charge(s)

By direction cooling liquid over the external cooler, you may cool down your weapons below the freezing point (of water).

Target: Self

Effect:

- You can end this stance by entering another stance or performing a minor action
- +1D8 Frost damage on meele attacks

Overcharged Strike (at-will ; Standard ; Melee)   3 Charge(s)

This might be dangerous. But in theory the frame should take it. There is barely any risk at all.

Target: One Creature

Attack: +16 vs. AC

Hit: 3D12 + 4

Escape Propulsion (at-will ; Reaction)   3 Charge(s)

You rapidly ejecting steam from your pedepodal stabilizer to perform a fast vertor directed acceleration – away from danger.

Trigger: An enemy attack hits successfully.

Effect: You shift 3 Squares away from the source of the attack before the effect resolves.

Ejection (encounter ; Minor Action)

Sometimes you simply have to run. As Halfling legs are shortes than the legs of most other races, a little head start is only fair.

Target: Self

Effect: Maximo stays and the control of the user ends. The user will fly on an empty space up to 15 squares in front of Maximo.

Last Resort (encounter ; Standard)   All Charge(s)

This is some ancient safety precaution deeply grounded in the design of these machines. Why would you ever use it?

Target: Self

Effect: You automatically enter the Defense Stance and perform Ejection. After 3 rounds Protocoll Omega X will be executed.

Interrupt: You can interrupt the process in any of the 3 remaining rounds.

Protocol Omega X (Triggered)

Vents closing. All pipse directed towards the core. This thing will get down – and it will go down with a bang.

Special: X is defined by the amount of remaining charges.

Area: Blast within X Squares

Attack: +X vs. Ref

Hit: XD10 + X Fire Damage

Miss: Half Damage

Effect: Maximo gets destroyed beyond repair.

Alignment	Neutral		**Languages**	Common, North	
Skills					
Str	18	+4	**Dex**	10	+0	**Wis**	
Con	18	+4	**Int**			**Cha**	